FUTURE TACTICS
THE UPRISING
TM

EmuMovies

cRAVE
ENTERTAINMENT
INSTRUCTION BOOKLET

NINTENDO
GAMECUBE

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick
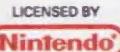
2 Player Alternating
THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

Memory Card
THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Progressive Scan compatible
THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.

TEEN
CONTENT RATED BY
ESRB

CONTENTS

GAME CONTROLS

A Button = Select
Y Button = Detailed Info / Toggle Infra Red
B Button = Look Around Mode
X Button = Display Unit Portraits / Jump (Move Mode only)
Z Button = First person view
Control Stick = Move / Aim
C Stick = Move camera
L Button = Zoom out (Aim Mode only)
R Button = Zoom in (Aim Mode only)

INTRODUCTION

From the last entry of a lost journal:

The sun blazed high over the parched workers as the sounds of picks and shovels filled the air. An eon had passed since man last trod upon this holy ground. The ruins were unlike anything found before—black obelisks emanating a green energy. Strange markings adorned the monuments and edifices about the island. The archaeologist could not identify the source of any of their surroundings. Was this the peak of Churchward's lost continent, Mu? Could this be the cradle of all mankind?

Excitement broke out amongst the workers. A babble of many tongues came roaring from within the main chamber of what they assumed to be the central temple, a great pyramid, the base of which lay deep below the earth's crust. The head researcher hurried down the main shaft. The workers parted as she entered the room. A strange hum, different from the low buzz of the ventilating fans, filled the room. A green glow emanated from a huge onyx egg encased in a blue, metallic device. The artifact floated just above the ground, the base was often at waist height, but the object bobbed slightly on its vertical axis.

The researcher moved closer, reaching towards the artifact, making contact with one of the flashing green button-like dots on the exterior. A series of smaller red dots appeared about the green dot. The metal casing began to rotate, first clockwise, then counter-clockwise, like the movement of a combination lock. The black egg began to glow brighter as green cracks appeared in its surface. The room was filled with the lurid green light.

As the light subsided, a creature could be seen standing between the lead scientist and the artifact. The creature was like nothing seen before on this earth. It was a short, blue, reptile-like thing. Its head protruded from the center of its body and looked about quickly, confused. The creature put forth one of the four appendages on its upper body—a hand, larger than its two lower arms and opposite a cylinder shape decorated by three pulsating green lights.

The archaeologist slowly reached forward to meet the creature's large, clawed hand. The scaly beast quickly withdrew its claw and presented the scientist with the tube on its left arm. A green blast left the woman dead on the dirt floor.

In a panic, the flood of workers attempted to flee the temple, only to meet more of the blue monsters and their ends. The island was quickly overrun by the beasts, then soon...the world.

OPTIONS

Music Volume: Adjust the volume of the music in the game.

SFX Volume: Adjust the volume of the sound effects in the game.

Music test: Listen to the different music tracks within the game.

Subtitles: Turn subtitles on and off.

Widescreen: If you have a widescreen TV you can set the game to take advantage of the shape of the TV screen.

Auto Save: Turn autosave on and off.

OPTIONS
Music volume: 80%
SFX volume: 80%
Music test: (no music)
Subtitles: off
Widescreen: off
Rumble Feature: on
Auto Save: on
Load

Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (such as EDTV, HDTV). In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

HOW TO PLAY

Future Tactics: The Uprising is a turn-based strategy game for one or two players. A single round consists of two teams of units battling against each other within an arena.

Turns

The game is played in turns. During each turn a particular unit has the ability to move and to perform an attack. No other units can move or attack during this period. When a particular unit's turn is complete another unit takes a turn, and so on until the battle is complete.

Taking a turn

To begin a turn, the player must select a unit from those available. The thumbnail portraits of all the units in the battle appear at the top of the screen. Thumbnails that are darkened or have a red cross over them are not available for this turn. Any of the others can be selected by the player.

Once a unit has been selected, that unit appears in the center of the screen surrounded by three icons. Each icon represents an action that can be performed during the turn: *moving, attacking* or *completing the turn.*

MOVING A UNIT

To move the unit, select the Move icon. The unit has a limited movement range available each turn, which is marked by a ring of green dots in the arena. The player is free to move the unit within this area indefinitely. When the unit stops moving, a second ring of blue dots appears. This indicates the amount of movement area remaining should the player choose to attack at this point.

LOOK AROUND MODE

While you are moving or when you are on the action selection during the Character's turn, you can press the B Button to enter a look-around mode, which allows you to fly the camera freely around the arena. This can be helpful in locating hidden enemies and making tactical decisions.

ATTACKING

At any point during the turn the player can choose the unit's weapon by selecting the Attack icon. The unit will then perform an attack from wherever they are standing. After an attack the player may still move the unit, using up the remaining movement distance available that turn.

Some units may have more than one attack available per turn, or more than one weapon type. Pressing up or down on the Attack icon will select alternate weapon types.

There are two targeting systems available, depending on the weapon type: *Line of Sight* and *Ballistic Trajectory.*

Line of Sight

Line of Sight targeting is done from a first person perspective relative to the shooting position of the unit's weapon. The aiming takes place in three stages. First the player must guide the constantly moving circular target so that your enemy is as close to the center as possible. Once the enemy is centered, the player must press the A Button to activate the fine-tuning phase of targeting.

A line will appear and sweep across the circle; this line should be stopped at a position crossing the target and close to the center of the circle for maximum potential power, by pressing the A Button. Another line will then sweep through the circle at right angles to the first one. Where they intersect will be where the weapon fires. An intersection closer to the center of the circle will result in a more powerful shot. (Pressing the A Button will lock the two lines in place and then the unit will fire).

Ballistic Trajectory

Ballistic Trajectory weapons will cause the display to change to an overhead view with a circular overlay showing the maximum range of the weapon, and icons denoting the targets within range in the arena. At first a circle will pulse out from the center of the screen in a repeating pattern--this is the range finding. When the range finder intersects with the chosen target, the player must press the A Button to fix the range. Then a sweeping line will rotate around the display clockwise, like a radar screen. Pressing the A Button will stop this line and the target will be the point of intersection between the circle and the line. Once this final selection is made the unit will take the shot.

Hand to Hand

This attack type is available by default to most units, in both one-player and two-player modes. It will only become active and selectable when the player is within hand-to-hand range of an opponent. It will use up the attack for that turn.

Completing a Turn

When all desired movement and attacks have been completed, the player can end the turn by selecting the End Turn icon. This brings up three new icons, allowing the selection of three modes for the unit to wait in between turns: *Heal, Rest* and *Shield.*

Rest Mode

This is the default mode which ends the Unit's turn with no special protection and no movement penalty on the next turn.

Heal Mode

Heal mode allows the unit to heal somewhat before the next turn. However, when Healing, the unit is especially vulnerable and will take more damage if hit.

Shield Mode

Shield mode gives increased protection to the unit between turns, but at a cost of only having 70% of normal movement distance available in the next turn. Once used, a unit's shield must recharge, so it won't be available for the next two turns.

ITEMS

There are two types of items that you can find throughout the story mode. Health Packs and Weapon Upgrades:

Health Packs

A unit regains 100% health any time it touches a health pack. These are scattered throughout every level; sometimes rocks or other objects may have to be destroyed to find them. These can also be found in Battle Mode.

Weapon Upgrades – (available only in Story Mode)

The weapon upgrade pack allows the player to assign an enhancement to a unit's weapon. Often, these are hidden throughout the level. Each unit has five levels of weapon enhancements. You can choose which unit to upgrade.

The Landscape

Most of the areas in game can be destroyed to a certain extent by the use of different weapons. These areas can contain anything from large rocks to buildings, from monuments to vehicles.

When the player shoots at his surroundings, large holes will appear in the area. This causes chunks of the landscape to be blown about at random.

Virtually any area of the environments can be destroyed or knocked around, such as houses, trees, rocks, boulders, bridges, windmills, barns, cottages, and mine carts. Powered-up weapons can cause even greater levels of destruction.

Enemy units will take these destructive actions into account. For example, if the player blasts a huge hole in the ground, enemy units will walk around the crater and shoot at objects that obstruct them from attacking the player.

This destructible terrain adds a new and challenging random dimension to standard tactics play. Each battle is unique, as each battle is played out on different terrain.

Battle Conditions

There are several different battle objectives in the game. In story mode there are usually only two objectives: Kill all the creatures, and move to a specific area on the map.

In Battle Mode there is an additional win condition called Defeat Leader.

BOOT CAMP

Low's abilities as a marksman didn't arrive by accident. Whenever his people set up camp he found a little space nearby to make his own private shooting range where he could practice in peace. Your targeting skills may be a little rusty, maybe you can't quite get a grip on the mortar weapons, or you might just want to blow great big holes in the ground without distraction. If you feel the need to hone your skills before entering the heat of battle then this is the place to be. Most of the rules of combat are suspended here so there's little risk of injury. Just don't leave too much of a mess, *ok?*

STORY MODE

The Story Mode is the single player game of *Future Tactics: The Uprising*. This will be a linear progression of battles that slowly reveal the developing story.

Each level has an objective to achieve, explained at the beginning of the level. The game is lost if the objective is not achieved.

There are cut scenes between each level, explaining objectives and developing the plot. The line up of your party changes over the course of the game as the story unfolds. You can upgrade the levels and weapons of your units along the way.

Saved Games

Future Tactics: The Uprising uses an autosave feature that will automatically save your progress at the end of each episode. Any unlockable features that you may have earned throughout the story will be saved at this time. You have four different saves available, so a friend can start a new game and not interfere with the progress of your game. Your Memory Card must be in slot A in order to save your game.

Weapon Upgrades

Upgrades are items usually hidden below ground and inside buildings or rocks on each level. There are five strength levels of each unit's weapon. When an upgrade is collected by a unit, the user can choose to upgrade any member of the team.

Any unit at max upgrade power can use an upgrade as a Hit Points refresh instead of as an upgrade.

Every unit has a different weapon upgrade path matching the units personality and innate abilities.

On the next pages are brief descriptions of all of the weapon upgrade enhancements.

Power
This gives the potential for double the power of any given shot. Press the shoot button when the words "power boost" flash on the screen to use the power upgrade.

Range
Increase the maximum range available. This is for Ballistic weapons only.

X2
This doubles the number of attacks per turn.

Zoom (Line of Sight weapons only)
A sniper-like zoom ability. There will be an extra control on the first stage of the targeting screen allowing the player to zoom in and out. This makes precision targeting a lot easier.

B Adapt
Allows Pepper to adapt her grenade to work as a (short range) mortar.

Heal / Restore
Converts laser beam to healing beam. This will work on creatures too, so be careful! The Restore upgrade restores targeted unit to 100% health.

Beam
Adds a new mode to the weapon, which allows the person firing the weapon to absorb some of the targets health.

Infra-Red
Adds a new mode to the first person view. Units hiding behind obstacles can be seen by their body heat.

Tele-Shot

This allows a unit to teleport in place of an attack. Your unit will trade places with a target (friend or foe). This power up does not affect movement, so after you teleport, you can use any movement you still have available during your turn.

Bounce

Bounce projectiles. The projectile will bounce for a set time or until you press the shoot button.

Scatter

A missile that shatters into many fragments before impact. This will scatter warheads over a wide area.

Smoke

This is a type of missile that creates persistent smoke (2 turns), which creatures cannot see through. This makes an excellent hiding place.

Deflect

This allows a unit to intelligently deflect a "friendly fire" line-of-sight shot to the nearest creature. Shoot at the unit that has the deflect ability available and it will redirect the shot.

Levelling up

You gain experience depending on how well a shot is placed, and whether you are attacking a creature that is a higher level than your unit. Head shots are worth more experience. The best way to gain levels is to score the killing blow on a higher level creature with a head shot.

The yellow bar to the left of the unit portrait shows the progress of that units current experience. When the bar is filled the next level is achieved.

The higher level a unit is, the more damage it will deal out.

Replays

When you complete the story for the first time you can replay it again with a change in the Gameplay. The game changes a bit, and now instead of the entire team going in one turn, your team members take turns alternately with the enemy team member turns. One unit on your team goes, then one unit on the creatures team goes, and so on. This will change the tactics of the game and create a new challenge for advanced players.

BATTLE MODE

There are two main two-player modes: Quick Start and Custom Battle. The player will unlock features in Custom Battle by completing play goals in the Story Mode.

Quick Start

This mode is available right away (no unlocking needed).

Each Battle plays exactly like the one player mode, with one player taking the role of the humans, the other playing the creatures. Any map which has been beaten in the Story Mode will be chosen at random.

Positioning of units and the make-up of teams will be pre-set for each level. This will be different from the set up of the same level in Story Mode to ensure balance.

Custom Battle

Features of this mode are unlocked only after completing play goals in Story Mode.

This mode allows the player to configure a two player battle any way they like with a variety of options, including human vs. human, human vs. CPU, creature vs. creature or even mixing the humans and creatures together on the same team.

Turn Mode: The Story Mode turn-mechanism is that each player can move his entire team once every turn. Other modes will now be available:

Normal Fixed: Only one unit takes a turn during a player's turn. Each unit must take one turn in a fixed order until all units in the team have taken their turn.

Normal Free: Only one unit takes a turn during a player's turn. Each unit must take one turn in any order until all units in the team have taken their turn.

Team: One team moves all their units, then the other team moves all their units.

Character Style: Only one unit takes a turn during the player's turn. Any unit in the team can be moved each turn.

Team Makeup: Each team can be made up of any combination of units and their relative level can be configured to create handicap games.

The player will be free to choose balanced teams (3 humans versus 3 creatures) or unbalanced teams (1 human versus 5 creatures) if they like. Features such as different size teams, cross race teams (humans and creatures on the same side) and unbalanced teams, are all unlocked separately.

Unlock Status: This area will tell you what your progress in the unlockable features is and what you need to do to unlock all of the features.

By performing certain actions or feats during Story Mode you will unlock features for the Battle Mode game.

CHARACTERS

Eight of each unit type (human and creature) will be playable in the Battle Mode.

Head info box:

Level: Current level of the unit.

Exp Bar: This bar shows the progress of the unit's current level.

HP Bar: The current amount of hit points the unit has.

Character portrait: Picture of the unit.

Weapon Upgrades: These dots represent how many upgrade enhancements the unit has. A red dot indicates the unit's Level is insufficient to use the upgrade.

CHARACTERS

As you progress through the story, you will come to know nine different characters. Each character posseses different abilities, strengths and weaknesses. Some can move farther distances, others deal more damage. Some can heal team members, while some are very fragile, requiring special protection. You will learn their unique qualities and strategic value as you venture further into the world of *Future Tactics: The Uprising*.

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Warranty and Service Information

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. product that the software storage medium in the product is free from defects in material and workmanship for a period of ninety (90) days (unless prohibited by applicable law) from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program in this product is sold "AS IS" and without any expressed or implied warranties for losses or damages of any kind resulting from use of the software program. If the CRAVE ENTERTAINMENT, Inc. product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the non-complying product, provided the product is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc. at the address set forth below. When returning the product for warranty replacement, please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; and (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the product. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to:
Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

This warranty shall not be applicable and shall be void if the defect in the CRAVE ENTERTAINMENT, Inc. product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 310-687-5432, 9:00am-5:00pm.

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